

ABSTRACT OF THE DISCLOSURE

A gaming system simulates complete play of events in a casino table card wagering game, such as blackjack, poker, poker variants, baccarat, and other wagering games where there has traditionally been a dealer, whether or not the dealer is an active player in the game. Two distinct video areas are preferably provided, one relatively upright video display providing video images of a virtual dealer, and the second relatively horizontal video display providing a simulation of a table top for player cards, and optionally also dealer cards. The players have individual play areas with player input, and these play areas have individual processing intelligence that communicates directly with at least one processor in a novel manner. Delivery order of cards is determined by actual shuffling or randomization of a physical deck of cards, reading the cards, then creating an electronic file of the order of the shuffled or randomized cards, then using an order of cards contained in the electronic file to deliver virtual cards to the players, dealers and flop as needed in the play of the automated gaming system.